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Wen-Hsien Tseng; Hsing Mei;

Advanced Information Networking and Applications, 2003. AINA 2003. 17th International Conference on , 27-29 March 2003

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2 A framework approach to accommodation of multimedia communications for training systems
Shengru Tu; Liang Xu; Ying Wu;

Multimedia Software Engineering, 2002. Proceedings. Fourth International Symposium on , 11-13 Dec. 2002

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IEEE CNF
3 Transparent dissemination of adapters in Jini
Vayssiere, J.;

Distributed Objects and Applications, 2001. DOA '01. Proceedings. 3rd International Symposium on , 17-20 Sept. 2001

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IEEE CNF
4 A service-based network architecture for wearable robots
Ka Keung Lee; Ping Zhang; Yangsheng Xu;

Robotics and Automation, 2003. Proceedings. ICRA '03. IEEE International Conference on , Volume: 2 , 14-19 Sept. 2003

Pages:1671 - 1676 vol.2

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1 Proxies, application interfaces, and distributed systems

Dave, A.; Sefika, M.; Campbell, R.H.;

Object Orientation in Operating Systems, 1992., Proceedings of the Second International Workshop on , 24-25 Sept. 1992

Pages:212 - 220

[Abstract]

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21 [Multimedia streaming and services: PROMISE: peer-to-peer media streaming using CollectCast](#)



Mohamed Hefeeda, Ahsan Habib, Boyan Botev, Dongyan Xu, Bharat Bhargava

 November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

 Full text available: [pdf \(280.35 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We present the design, implementation, and evaluation of PROMISE, a novel peer-to-peer media streaming system encompassing the key functions of peer lookup, peer-based aggregated streaming, and dynamic adaptations to network and peer conditions. Particularly, PROMISE is based on a new application level P2P service called *CollectCast*. *CollectCast* performs three main functions: (1) inferring and leveraging the underlying network topology and performance information for the selection of send ...

Keywords: multimedia streaming, peer-to-peer systems

22 [Overlay & peer-to-peer networks: SplitStream: high-bandwidth multicast in cooperative environments](#)



Miguel Castro, Peter Druschel, Anne-Marie Kermarrec, Animesh Nandi, Antony Rowstron, Atul Singh

 October 2003 **Proceedings of the nineteenth ACM symposium on Operating systems principles**

 Full text available: [pdf \(847.74 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


In tree-based multicast systems, a relatively small number of interior nodes carry the load of forwarding multicast messages. This works well when the interior nodes are highly-available, dedicated infrastructure routers but it poses a problem for application-level multicast in peer-to-peer systems. SplitStream addresses this problem by striping the content across a forest of interior-node-disjoint multicast trees that distributes the forwarding load among all participating peers. For example, i ...

Keywords: application-level multicast, content distribution, end-system multicast, peer-to-peer, video streaming

23

[Peer-to-peer: The impact of DHT routing geometry on resilience and proximity](#)


K. Gummadi, R. Gummadi, S. Gribble, S. Ratnasamy, S. Shenker, I. Stoica
 August 2003 **Proceedings of the 2003 conference on Applications, technologies, architectures, and protocols for computer communications**

Full text available:  [pdf\(442.55 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The various proposed DHT routing algorithms embody several different underlying routing *geometries*. These geometries include hypercubes, rings, tree-like structures, and butterfly networks. In this paper we focus on how these basic geometric approaches affect the resilience and proximity properties of DHTs. One factor that distinguishes these geometries is the degree of *flexibility* they provide in the selection of neighbors and routes. Flexibility is an important factor in achievin ...

Keywords: DHT, flexibility, routing geometry

24 Using generative design patterns to generate parallel code for a distributed memory environment

Kai Tan, Duane Szafron, Jonathan Schaeffer, John Anvik, Steve MacDonald
 June 2003 **ACM SIGPLAN Notices , Proceedings of the ninth ACM SIGPLAN symposium on Principles and practice of parallel programming**, Volume 38 Issue 10

Full text available:  [pdf\(385.41 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A design pattern is a mechanism for encapsulating the knowledge of experienced designers into a re-usable artifact. Parallel design patterns reflect commonly occurring parallel communication and synchronization structures. Our tools, CO2P3S (Correct Object-Oriented Pattern-based Parallel Programming System) and MetaCO2P3S, use *generative design patterns*. A programmer selects the parallel design patterns that are appropriate for an application, and then adapts the patterns for that specifi ...

Keywords: design patterns, frameworks, parallel programming, programming tools

25 Bayeux: an architecture for scalable and fault-tolerant wide-area data dissemination


Shelley Q. Zhuang, Ben Y. Zhao, Anthony D. Joseph, Randy H. Katz, John D. Kubiatowicz
 January 2001 **Proceedings of the 11th international workshop on Network and operating systems support for digital audio and video**

Full text available:  [pdf\(272.26 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The demand for streaming multimedia applications is growing at an incr edible rate. In this paper, we propose Bayeux, an efficient application-level multicast system that scales to arbitrarily large receiver groups while tolerating failures in routers and network links. Bayeux also includes specific mechanisms for load-balancing across replicate root nodes and more efficient bandwidth consumption. Our simulation results indicate that Bayeux maintains these properties while keeping transmi ...

26 Scalable application layer multicast

Suman Banerjee, Bobby Bhattacharjee, Christopher Kommareddy
 August 2002 **ACM SIGCOMM Computer Communication Review , Proceedings of the 2002 conference on Applications, technologies, architectures, and protocols for computer communications**, Volume 32 Issue 4

Full text available:  [pdf\(561.69 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We describe a new scalable application-layer multicast protocol, specifically designed for low-bandwidth, data streaming applications with large receiver sets. Our scheme is based upon a hierarchical clustering of the application-layer multicast peers and can support a

number of different data delivery trees with desirable properties. We present extensive simulations of both our protocol and the Narada application-layer multicast protocol over Internet-like topologies. Our results show that for g ...

Keywords: application layer multicast, hierarchy, overlay networks, peer-to-peer systems, scalability

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1 [Paper augmented digital documents](#)

François Guimbretière

 November 2003 **Proceedings of the 16th annual ACM symposium on User interface software and technology**

Full text available: pdf (1.55 MB)

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Keywords: PADD, anoto, digital pen, paper augmented digital document, paper based user interface

2 [Discovery and Advertising: Allia: alliance-based service discovery for ad-hoc environments](#)

Olga Ratsimor, Dipanjan Chakraborty, Anupam Joshi, Timothy Finin

 September 2002 **Proceedings of the 2nd international workshop on Mobile commerce**

Full text available: pdf (234.26 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Static directory based service discovery is unsuitable for m-commerce in ad-hoc environments. In this paper, we present Allia: a peer-to-peer caching based and policy-driven agent-service discovery framework to facilitate cross-platform service discovery in ad-hoc environments for mobile electronic commerce applications. Our approach removes the problems associated with structured compound formation of agent communities in mobile commerce environment and achieves high degree of flexibility in ad ...

Keywords: advertising, agents, caching, device preferences, device profiles, mobile service discovery


3 [Naming as a fundamental concept of open hypermedia systems](#)

Manolis Tzagarakis, Nikos Karousos, Dimitris Christodoulakis, Siegfried Reich

 May 2000 **Proceedings of the eleventh ACM on Hypertext and hypermedia**

Full text available:

Additional Information:

 pdf(125.38 KB)[full citation, references, citations, index terms](#)

Keywords: component-based open hypermedia system (CB-OHS), naming system, reference architecture

4 [Service discovery in the future for mobile commerce](#)

Dipanjana Chakraborty, Harry Chen

December 2000 **Crossroads**, Volume 7 Issue 2

Full text available:  html(48.94 KB) Additional Information: [full citation, citations, index terms](#)

5 [Location-independent naming for virtual distributed software repositories](#)

Shirley Browne, Jack Dongarra, Stan Green, Keith Moore, Theresa Pepin, Tom Rowan, Reed Wade

August 1995 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 1995 Symposium on Software reusability**, Volume 20 Issue SI





Full text available:  pdf(894.55 KB) Additional Information: [full citation, abstract, references, citations, index terms](#)

A location-independent naming system for network resources has been designed to facilitate organization and description of software components accessible through a virtual distributed repository. This naming system enables easy and efficient searching and retrieval, and it addresses many of the consistency, authenticity, and integrity issues involved with distributed software repositories by providing mechanisms for grouping resources and for authenticity and integrity checking. This paper ...

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